DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

General style : wide range; how weaker the hand how better the suit

Responses : all new suits forcing except 2 over 1

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18; Stayman; Transfers

BAL : 10-14, Stayman, Transfers over 1m; Transfers over 1 M. Impossible transfer = Stayman.

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak NV; 10-14 VUL; new suit forcing

1m 2♦ = Majors (Precised Michaels)

Reopen: 10-14, 6 cards

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1♣ 2♣ = ♠+♦ ; 1 m 2♦ = Majors ; 1Maj 2 Maj = other Maj + ♣

2 NT = 2 lowest; 1 Maj 3♣: other Maj + ♦; 1x-3x : asks for a stopper

In balancing position : 2 NT 17-19

VS. NT (vs. Strong/Weak; Reopening;PH)

Multi-Landy; D = 15+; vs. weak NT : 13+

2 NT cue-bid over Landy and Muiderberg

Constructive raises

If opp doubles 2 ♣ Landy, pass = to play; RD = bid your best major

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

D = T/O; resp : 2 NT Lebensohl, 3x positive; after jump overcall : Rubensohl as from 2 NT; 2 S = NF; (2 M) 3M : minors; 4m = this minor + other Major

2 NT = 16-18; Stayman, Transfers; Impossible transfer = minors + ambition; 3 ♠ = minors without ambition.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Over 1♣: D = 4+-4+ Majors; 1NT = 4+-4+ minors; 2♣ = 5+-5+ Maj. 2♦ = Multi; 2M 5 + 5 in a minor; 2NT = pre-empt any suit; 3x sound

After 1♣ P 1♦ : D = majors or strong, 1NT same as above

Over 2♣ or 2♦: NAT

OVER OPPONENTS' TAKEOUT DOUBLE

Over 1♣: RD 10+; transfers

Over 1♦: RD transfer ♥; transfers

Over 1-Major:RD 10+; transfers

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd-5 th	same
NT	3rd-5th	same
Subseq	Attitude; 3rd of sequence	count

Third from 3 touching cards towards declarer

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, Ax	AKJ, AQ10
King	AKx, KQJ, KQx, Kx	KQJ, KQ109, AKQ
Queen	QJx, Qx	KQx, Kqxx, QJ10, QJ9
Jack	J10x, Jx	QJx(x), J108, J109
10	109x	109x, A/K/Q 109x
9	98xx	98x, A/K/Q/J 98x
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Small encouraging	Count	Italian
Suit 2	Short dummy : Italian		
3			
1	Small encouraging	Count;unblock over K	Italian
NT 2			
3			

Signals (including Trumps): Lavinthal

Smith peter by low cards

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

10+; cue forcing 1 round; 4x = preempt

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Competitive, game try and negative doubles

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM & DIVISION : BBC2 – Honour Division
PLAYERS: CARPENTIER Frédéric 2778
JOURDAIN Jean-François 3114
KURGAN Daniel 2690

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Five Card Major

4 Card ♦ (except in 1st or 2nd seat NV)

Variable NT (9-11 in 1st or 2nd seat NV)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ Game Forcing or weak in ♦

2♦ Multi : weak in a M, or strong undeterminated

2♥ 5+♠ , 4+♥, 6-11 HCP

2♠ Muiderberg (5♠ and 4+ m)

SPECIAL FORCING PASS SEQUENCES

After opponents overcall, pass asks for a reopening double

(except very unbalanced hands)

IMPORTANT NOTES

If opponents double Stayman or Transfer, pass denies a stopper !

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥		Inverted minors; strong major jumps; Walsh	1♣ - 1 ♦ - 1 NT = Walsh	Jump fits
						Double 2; transfers after 1♦, 1♥ or X.	
1♦		4	4♥		same	3rd/4th suit for LIMIT hands; trsf after 1♥ or X	
						1x – 1 M – 3 NT = balanced raise, 18-19	
1♥		5	4♦		2♣ is ambiguous, either NAT either 3-card limit raise in M; 2 NT = game force; 3♣ = 6-8 H, 4-card support; 3 ♦ = 9-11 H, 4-card support; 3♥ = preempt; 3 NT = splinter; 3♠ = long and weak	3♣ = 11-14 + shortness; 3♦ = 12-14 bal; 3♥ = 15-19 bal; 3♠ = 15-17 + shortness; 3 NT = 18+ unbal; 4x = NAT concentrated 5+-5+, 12-15 HCP; same after opponents double but not after suit overcall (2 NT = 4card raise)	2♣ Drury (2 ♦ ambiguous) 2 NT = 4card support + shortness (3♣ asks, 3♦ anti-♠ relay)
							Jump fits
1♠		same			Idem 1♥		
					Over 2♥: 2NT = 3 cards ♥	3 ♣ asks for the strength	
INT				a) 1 or 2nd seat : 9-11 b) others : 14+ to 17 balanced	Over weak NT : 2♣ Stayman, 2♦ /♥ transfers, 2♠ limit, 2 NT = minors, 3x = preempt; Over strong NT, 3 level Stayman; 2♦ ♥ ♠ 3♣Transfers; 2NT = Nat, 3♦ nat limit, 3♥ nat srong, 3♠/4♠ minors, 4♦ Majors	Rubensohl; over 2 ♦ Multi : D + D = penalty; P+ D = T/O; over 2♣ Landy : D can hold a further penalty double; 2 M = cue; 3 NT to play with or without stopper	
2♣	X	0	jumps	Game Forcing or weak in ♦	2 ♦ = to play facing weak hand; 2♥/♠/3♣ /3♦ natural	Romex	
2♦	X	0		Multi (SF or 2 M weak)	2 M = to play facing weak hand; 2 NT = relay	3♣ = mini in ♥; 3♦ = mini in ♠; 3 M = maxi in	
					World Convention	other M; 2 NT = 22-23 bal	
2♥		4		Majors (never more ♥ than ♠)	2NT = strong relay, 3m nat. NF, 4m Splinter fit ♠	2♥ 2NT: 3♣ 5431 max, 3♦ 5431 min, 3♥ 4441 max, 3♠5422 min, 3NT 5422 max	
2♠		5		Muiderberg (5♠ & 4+m)	2NT = strong relay; 3♣ = P/C; 3♦ = transfer ♥; 3♥ = limit raise	3♣/♦ mini + suit; 3♥ maxi with ♣; 3♠ maxi with ♦; 3 NT = 5440; 2 NT + fit = slammish	
2NT				20-21 bal	Romex, Transfers (rectification = no or bad fit)	3♦ = no 4♥; 3♥ = 4+♥; 3♠ = 5♠; 3 NT = 4-4M	
3♣		6		Preempt (constructive in 1/2nd)	New suit forcing; 4 ♣ = control asking with silent opponents		
3♦		same					
3♥		same		Not constructive NV			
3♠		same		same			
3NT		7		Gambling	4 ♣ = p/c; 4♦ asks for shortness; 4M = nat; 4 NT quantitative		
4♣	X	7		Namyats	8 to 8,5 tricks in Major, not too many defensive		
4♦	X	same			strength		
4♥		7		Preempt	Weaker than 4m		
4♠		same					
4NT	X			Minor two-suiter (const.1-2nd h.)			
5♣				Preempt		**HIGH LEVEL BIDDING**	
5♦				same		30-41 RKCB (41-30 ♣ fit) ; first level after resp asks for trump Q; 5 NT asks for kings (1-2-3-4)	

5♥				same		New suit at level 6 often demands 3rd control to play the Grand
5♠				same		5 NT Josephine (0-1-2)
						Exclusion BW